

**CLAIMS:**

1. 1. A method for allocating memory space comprising the steps of:  
2. providing a user with a selectable option to allocate said memory space as a  
3. double buffered stereo or a single buffered stereo; and  
4. allocating said memory space as one of said double buffered stereo and said  
5. single buffered stereo in response to said selectable option.
  
1. 2. The method as recited in claim 1, wherein if said memory space is allocated  
2. for said single buffered stereo then a greater portion of said memory space is  
3. available for at least one of texture memory and off-screen cache.
  
1. 3. The method as recited in claim 1, wherein if said memory space is allocated  
2. for said single buffered stereo then the method further comprises the step of:  
3. setting a flag to indicate that said memory space is allocated for said single  
4. buffered stereo.
  
1. 4. The method as recited in claim 1, wherein if said memory space is allocated  
2. for said double buffered stereo then the method further comprises the step of:  
3. setting a flag to indicate that said memory space is allocated for said double  
4. buffered stereo.
  
1. 5. The method as recited in claim 1 further comprising the step of:  
2. receiving said selectable option;  
3. reading said selectable option; and  
4. determining whether to allocate said memory space as said double buffered  
5. stereo or said single buffered stereo in response to said reading step.

1       6. A computer program product having a computer readable medium having  
2 computer program logic recorded thereon for allocating memory space, comprising:  
3            programming operable for providing a user with a selectable option to allocate  
4 said memory space as a double buffered stereo or a single buffered stereo; and  
5            programming operable for allocating said memory space as one of said double  
6 buffered stereo and said single buffered stereo in response to said selected option.

1       7. The computer program product as recited in claim 6, wherein if said memory  
2 space is allocated for said single buffered stereo then a greater portion of said  
3 memory space is available for at least one of texture memory and off-screen cache.

1       8. The computer program product as recited in claim 6, wherein if said memory  
2 space is allocated for said single buffered stereo then the computer program product  
3 further comprises:  
4            programming operable for setting a flag to indicate that said memory space is  
5 allocated for said single buffered stereo.

1       9. The computer program product as recited in claim 6, wherein if said memory  
2 space is allocated for said double buffered stereo then the computer program product  
3 further comprises:  
4            programming operable for setting a flag to indicate that said memory space is  
5 allocated for said double buffered stereo.

1       10. The computer program product as recited in claim 6 further comprises:  
2            programming operable for receiving said selectable option;  
3            programming operable for reading said selectable option; and  
4            programming operable for determining whether to allocate said memory space  
5 as said double buffered stereo or said single buffered stereo in response to said  
6 reading step.

1 11. A system, comprising:

2 a processor;

3 a memory unit coupled to said processor, wherein said memory unit is  
4 operable for storing a computer program operable for allocating memory space;

5 a display;

6 a graphics adapter coupled to said display, wherein said graphics adapter is  
7 configured to control the rendering of text and images on said display, wherein said  
8 graphics adapter comprises a frame buffer configured to temporarily store one or  
9 more frames of data to be displayed on said display; and

10 a bus coupling the processor to said graphics adapter;

11 wherein the computer program is operable for performing the following  
12 programming steps:

13 providing a user with a selectable option to allocate said memory  
14 space as a double buffered stereo or a single buffered stereo; and

15 allocating said memory space as one of said double buffered stereo  
16 and said single buffered stereo in response to said selected option.

1 12. The system as recited in claim 11, wherein if said memory space is allocated  
2 for said single buffered stereo then a greater portion of said memory space is  
3 available for at least one of texture memory and off-screen cache.

1 13. The system as recited in claim 11, wherein if said memory space is allocated  
2 for said single buffered stereo then the computer program is further operable to  
3 perform the programming step:

4 setting a flag to indicate that said memory space is allocated for said single  
5 buffered stereo.

1       14. The system as recited in claim 11, wherein if said memory space is allocated  
2       for said double buffered stereo then the computer program is further operable to  
3       perform the programming step:

4                setting a flag to indicate that said memory space is allocated for said double  
5        buffered stereo.

1       15. The system as recited in claim 11, wherein the computer program is further  
2       operable to perform the programming steps:

3                receiving said selectable option;

4                reading said selectable option; and

5                determining whether to allocate said memory space as said double buffered  
6        stereo or said single buffered stereo in response to said reading step.

1       16. A method for allocating memory space comprising the steps of:  
2           reading a command line option to determine allocation of a memory space;  
3           determining whether to allocate said memory space as a double buffered  
4           stereo or a single buffered stereo in response to said reading step; and  
5           allocating said memory space as one of said double buffered stereo and said  
6           single buffered stereo in response to said determining step.

1       17. The method as recited in claim 16, wherein if said memory space is allocated  
2           for said single buffered stereo then a greater portion of said memory space is  
3           available for at least one of texture memory and off-screen cache.

1       18. The method as recited in claim 16 further comprising the step of:  
2           reading a file storing a set of startup options, wherein one of said startup  
3           options comprises a default value overridable by said command line option.

1       19. The method as recited in claim 18, wherein said default value corresponds to  
2           allocating said memory space as said double buffered stereo.

1       20. The method as recited in claim 19, wherein said command line option has a  
2           value corresponding to allocating said memory space as said single buffered stereo.

1       21. The method as recited in claim 18, wherein said default value corresponds to  
2           allocating said memory space as said single buffered stereo.

1       22. The method as recited in claim 21, wherein said command line option has a  
2           value corresponding to allocating said memory space as said double buffered stereo.

1        23. A computer program product having a computer readable medium having  
2        computer program logic recorded thereon for allocating memory space, comprising:

3                programming operable for reading a command line option to determine  
4        allocation of a memory space;

5                programming operable for determining whether to allocate said memory space  
6        as a double buffered stereo or a single buffered stereo in response to said reading  
7        step; and

8                programming operable for allocating said memory space as one of said double  
9        buffered stereo and said single buffered stereo in response to said determining step.

1        24. The computer program product as recited in claim 23, wherein if said memory  
2        space is allocated for said single buffered stereo then a greater portion of said  
3        memory space is available for at least one of texture memory and off-screen cache.

1        25. The computer program product as recited in claim 23 further comprises:

2                programming operable for reading a file storing a set of startup options,  
3        wherein one of said startup options comprises a default value overridable by said  
4        command line option.

1        26. The computer program product as recited in claim 25, wherein said default  
2        value corresponds to allocating said memory space as said double buffered stereo.

1        27. The computer program product as recited in claim 26, wherein said command  
2        line option has a value corresponding to allocating said memory space as said single  
3        buffered stereo.

1        28. The computer program product as recited in claim 25, wherein said default  
2        value corresponds to allocating said memory space as said single buffered stereo.

1 29. The computer program product as recited in claim 28, wherein said command  
2 line option has a value corresponding to allocating said memory space as said double  
3 buffered stereo.

1 30. A system, comprising:

2 a processor;

3 a memory unit coupled to said processor, wherein said memory unit is  
4 operable for storing a computer program operable for allocating memory space;

5 a display;

6 a graphics adapter coupled to said display, wherein said graphics adapter is  
7 configured to control the rendering of text and images on said display, wherein said  
8 graphics adapter comprises a frame buffer configured to temporarily store one or  
9 more frames of data to be displayed on said display; and

10 a bus coupling the processor to said graphics adapter;

11 wherein the computer program is operable for performing the following  
12 programming steps:

13 reading a command line option to determine allocation of a memory  
14 space in said frame buffer;

15 determining whether to allocate said memory space in said frame  
16 buffer as a double buffered stereo or a single buffered stereo in response to said  
17 reading step; and

18 allocating said memory space in said frame buffer as one of said  
19 double buffered stereo and said single buffered stereo in response to said determining  
20 step.

1 31. The system as recited in claim 30, wherein if said memory space is allocated  
2 for said single buffered stereo then a greater portion of said memory space is  
3 available for at least one of texture memory and off-screen cache.

1 32. The system as recited in claim 30, wherein the computer program is further  
2 operable to perform the programming step:

3 reading a file storing a list of startup options, wherein said file comprises a  
4 default value overridable by said command line option.

1       33. The system as recited in claim 32, wherein said default value corresponds to  
2       allocating memory space as said double buffered stereo.

1       34. The system as recited in claim 33, wherein said command line option has a  
2       value corresponding to allocating said memory space as said single buffered stereo.

1       35. The system as recited in claim 32, wherein said default value corresponds to  
2       allocating said memory space as said single buffered stereo.

1       36. The system as recited in claim 35, wherein said command line option has a  
2       value corresponding to allocating said memory space as said double buffered stereo.